RAINBIRD SOFTWARE

# STARGLIDER

RAINBIRD

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G530U

# RAINBIRD SOFTWARE

**presents**

# STARGLIDER

**by Argonaut Software**

**Warranty (What to do if a disk doesn't work)**

If you have no success in getting a program to run correctly, return it to the address below (without the packaging), ensuring that the disk is safely packed. Please include a short note telling us exactly what the problem is, and what equipment your computer system comprises of.

**Software Returns Department**
**Rainbird Software**
**P.O. Box 2227**
**Menlo Park**
**California**
**94026**

## BACKGROUND

The planet Novenia was a very civilised place. There had been no military conflicts for many hundreds of years. Such was the extent of the Novenian's peaceful existence, it was no longer necessary for there to be any military forces on the planet.

However, the Novenian race still had an overwhelming fear of invasion by forces from another planet - specifically the Egrons, whose Inner World dominance was now spreading to planets situated in the outer reaches of the galaxy.

After many years of researeh and public debate, the Novenian people decided not to install any nuclear weapons. Instead they set about devising a project in which the ultimate aim was to build a number of orbiting satellites to protect the planet from invasion by means of a battery of fusion grenade launchers. These satellites were christened the Sentinels, and they seemed to abolish all invasion-paranoia on the planet.

The Sentinels appeared to work. That is, they worked for a few years. Until the stargliders returned.

Stargliders are strange beasts. Fantastic birds which migrate every ten years. Not your normal migration, mind. Stargliders migrate *offworld*, taking a perilous journey into the depths of the outer galaxy.

The stargliders approached the planet Novenia, as they had done for hundreds of thousands of years before. Only this time, the Sentinels were waiting. They were programmed to destroy any invasion force, and in the 'eyes' of the Sentinel control system, the stargliders were indistinguishable from any invading enemy.

The resulting carnage caused a public outery never before seen in the peaceful Novenian society. Tens of thousands of stargliders were obliterated, and the people wanted to ensure that it would never happen again. The Sentinel control software was rewritten to recognise the shape of the starglider and not take any offensive action against it.

The reprogramming of the Sentinel system was the greatest strategic mistake in Novenian history. The Sentinels had been instructed to ignore the *shape* of the starglider, but had no concept of *size*. It was this flaw in the system that led the Egron military regime to develop a fleet of powerful invasion ships which resembled the stargliders, even down to their huge flapping wings.

The Egron invasion force flew straight past the Sentinels, and proceeded to destroy every city on the planet surface, without remorse. The Novenians were totally defenceless, and as the nuclear winter drew in, the remnants of Novenian society surrendered to the Egron commander, Hermann Kruud, as his occupation force rolled out of the giant StarGlider craft.

The inhabitants of Candrillo base on the Novenian moon were dumb-struck. It was they who were responsible for the maintenance of the Sentinels, and they felt an overwhelming sense of guilt as they stared through the teleseope at the devastation on the planet below. Katra and Jaysan felt totally helpless.



Katra was in charge of Sentinel maintenance, and her assistant, Jaysan, was her chief engineer.

After two days of frustration and deliberation, Katra hit upon an idea. In one of the old hangars was an AGAV - Airborne Ground Attack Vehicle - a remnant from Novenia's past. In fact, it was the last remaining fighter craft from the old Novenian Air Force, and scheduled to be restored and exhibited in a museum. They worked on the AGAV until it was in airworthy condition. Modern laser cannons were added to its fuselage, and laser-cell refuelling nozzles was adapted from the design used on the Sentinels, so that the AGAV could refuel at any of the four major Sentinel repair depots on the planet surface.

Once all the Egron ground and air forces had been positioned around the planet, all but one of the StarGlider craft set a course for home, leaving the smallest, but most powerful craft, StarGlider One - the command ship of Hermann Kruud, in control. With only one of the theoretically indestructible StarGliders left to deal with, Jayan and Katra decided that it was time to cause as much havoc on the planet as was possible with one veteran aireraft...

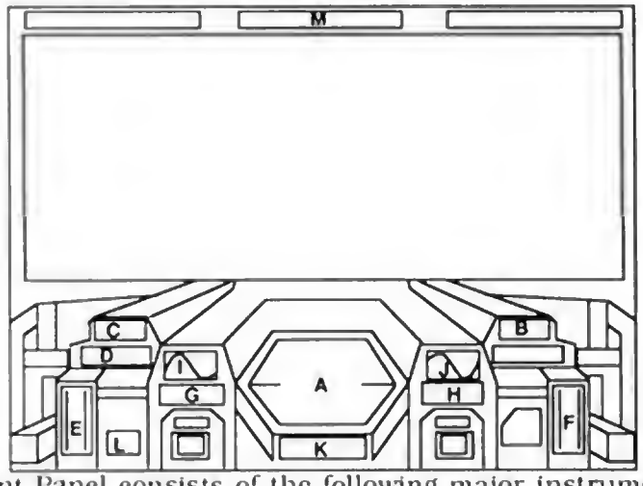
## INTRODUCTION

The game starts shortly after the AGAV re-enters the Novenian atmosphere and dives down to surface-level. You have full shields, laser cells, stored plasma energy, and one Proton missile. Katra has located a Sentinel repair depot immediately behind you.

Can you liberate Novenia from the tyrranical Egron Empire...?

## THE AGAV INSTRUMENT PANEL

Your AGAV has one of the most comprehensive computer control systems ever developed for a fighter craft. This means that the pilot only has to concentrate on the vital aspects of flying, such as navigation, combat, and docking at repair stations for fuel and extra weaponry.




The Instrument Panel consists of the following major instruments:-

**A - LOCAL AREA SCANNER**
This hexagonal screen displays the position of all objects within the AGAV's range. The scanner can detect density and movement extremely accurately, to the extent of sensing the colors of each building, vehicle or aircraft.

**B - ENERGY LEVEL**
This instrument shows a constant indication of how much energy the AGAV has stored for its Plasma Drive Unit. It is advisable to always keep the energy level above 15%.

**C - SHIELD STATUS**
The Molecular Neutralizing Force-Shields should NEVER be allowed to drop below 10%, under any circumstances. Shields are replenished when the craft is repaired at a maintenance silo. The shields are at their weakest around the undercarriage, therefore it is important that you never allow the AGAV to scrape along the ground during flight.

**D - LASER CELL STATUS**
All four *Sapphire II* laser units are fed from the laser cell. If it drains completely, your craft will be unable to fire. The laser cell can be refuelled at any airbase or maintenance silo equipped with a PosiLok recharger.

**E - ALTITUDE METER**
The altitude meter shows your current height. If it gets below a safe level (usually 5%), the meter will flash rapidly and emit a sonic warning. You are reminded that it is an offence to fly low in a suburban area except in times of military emergency, unless you have clearance from your Area Commander.

**F - VELOCITY INDICATOR**
The velocity indicator displays the current air speed, up to 2550 urads.

**G & H - BANK LEVEL INDICATORS**
These twin indicators (one indicator is affixed to each wing-tip) display the level at which the AGAV is banking. The AGAV can bank to 45 degrees unladen, although cameras or missiles will alter the maximum banking angle. Both indicators should always display the same bank factor, unless one of the wings is severely damaged.

**I & J - PLASMA DRIVE STATUS DISPLAY**
These waveform display units indicate various internal values of the Plasma Drive. As an AGAV pilot, you need not worry about these unless they stop completely, or start moving in a reverse direction during flight.

**K - SECTOR DISPLAY**
The Novenian landscape is divided into 10,000 sectors, on a 100 x 100 matrix. The sector indicator will show the current X and Y position ranging in value between 00 and 99.

**L - MISSILE INDICATOR**
The missile indicator shows the number of missiles currently on board. The maximum number of missiles allowed at any one time is two.

**M - HEADING DISPLAY**
This instrument displays the heading of the AGAV in relation to the Irralya Star, in accordance to the north, south, east, west convention.



## FLYING THE AGAV

**Taking Off**

Once all safety checks have been completed, you may take off using the following procedure:

1. Pull back on the control device to increase altitude.
2. Increase thrust and accelerate forwards.

The AGAV has a top speed of 2550 urads, enabling it to outrun any sub light-speed Alliance craft, as well as all Egron military craft currently in service. It is quite safe to fly at full speed, as the computer will monitor the plasma drive at all times, and modify the neutron stabilizer automatically to ensure the plasma converter is always operating within its safe range.

## FLIGHT MANEUVERS

If you have not had full training in one of Draziw Industries comprehensive flight simulators, you should familiarise yourself with the more frequent maneuvers required by an AGAV pilot. One of the most important maneuvers when attacking land vehicles and escaping reprisal from a nearby enemy is accelerating, banking and gaining altitude in one smooth operation. Likewise, when at high altitudes, it is essential that you are able to decelerate, change direction downwards, and accelerate towards an attacking enemy target as quickly as possible.

When flying at low speeds, the bank factor of the AGAV is so acute that you will be able to turn by 180 degrees with extreme ease. Even at maximum thrust, the turning circle of the craft is very tight. The quickest way to turn by 180 degrees is to decelerate to standstill, bank left or right to the AGAV's maximum bank factor, and accelerate quickly away.

**WARNING:** During flight testing of the AGAV prototypes in the vast Tranalua desert, it was found that flying at extremely low altitude over an inductive energy powerline resulted in the absorption of small amounts of plasma energy. At the time, this seemed unimportant, but as the mk.I AGAVs were brought into service in urban areas, where high capacity powerlines were more commonplace, the full size of the problem was realised. Daredevil rookie pilots, trying to prove their aerobatic prowess, decided that flying just above the ground at high speed between the twin towers at the beginning of a powerline and following the path until swerving to avoid the apex tower was a great test of skill. This resulted in large amounts of volatile energy being absorbed by the AGAV's energy storage pod, and subsequently overloading the neutron stabilizer and inflicting fatal damage to the plasma drive. Attempts to refuel in this way will result in severe action being taken by both the Novenian airforce, and the Plasma Energy Corporation against all guilty parties.

## WEAPONRY SYSTEMS

The AGAV's main weapon is the *Sapphire II* quadpulse laser system. The laser is powered from a dedicated laser energy cell situated in the nose-cone of the craft, directly behind the PosiLok refuelling nozzle.

Two laser cannons are situated under each wing of the AGAV, and each group of lasers fire simultaneously.

The AGAV has two laser sight operation modes: *fixed sights* ensures that the sight is always in the centre of the screen, requiring the AGAV to be directly in line with its target; whereas *floating sights* allows the sights to move freely about the screen in the direction of the control shoe movement.

The laser fire button has a rapid auto-repeat mechanism, enabling a target to be hit many times at great speed. The *Sapphire II* has an armour piercing factor of 0.45 - powerful enough to destroy a vehicle with similar armour to an Alliance tank with only six direct hits. The laser cell has a capacity for around 250 full-power laser pulses and can be recharged by a PosiLok station at any Alliance airbase, maintenance depot or silo.

As a desperate measure, and provided your shields are sufficiently intact, it is possible to intercept enemy craft and ram them if no other option is available. For this to be successful, the enemy should have little or no shield or force wall of its own.

## TELEVISION GUIDED MISSILE SYSTEM

The AGAV is fitted with a revolutionary new system: The VidiMon remote-controlled television guided missile system, designed for use against targets which cannot be destroyed using laser cannons.

Using a high-definition video camera, the AGAV pilot is able to transmit pictures directly back to the AGAV while the missile is in flight. An automatic sliding visual display has been incorporated into the craft which monitors the flight of the missile.

The missile's flight is started by pressing the **LAUNCH** button on your keyboard console.

Once the missile has been launched, you can guide it using the normal AGAV flight controls (the AGAV itself will simply hover in its current position under computer control). The plasma drive will only be able to transport the missile for a few seconds, before its store of plasma energy runs out and the missile self-destructs.

## DOCKING AND MAINTENANCE PROCEDURE

During a flight, if you need to refuel the plasma drive, laser cell, or replenish the shields you should approach the nearest airbase and follow the standard docking procedure. During a state of military emergency, or if the AGAV has been damaged and is in need of immediate attention, you may dock at an Alliance space station repair silo.

The Alliance silos are vast underground chambers with a sloping entrance building at ground level. The entrance hatch to the silo is marked by a laser strobe which is easily detectable by the AGAV's Enhanced Vision System. The silos are used to build and maintain all Alliance space stations and large military air vehicles, but also have facilities available for the AGAV. Not all space stations maintain geostationary orbit, so as they approach the



entrance, the silo will rotate to face the space station using the NavSynch system, and then pull it in using its tractor beams. For this reason, the silo may be rotating when you approach it.

**The current docking procedure is as follows:**

1. Approach the silo, and position yourself at the correct altitude for entry. Manual flight into the silo is necessary, since the AGAV is too small to be automatically pulled in using the tractor beams.

2. Slowly guide the AGAV through the doors to the silo. Keep the AGAV central at all times, as hitting the door or a wall could result in major structural damage being inflicted upon your craft.

3. Once inside the silo, your Enhanced Vision System should alter your display so that only relevent sections of the silo are visible.

4. If you need to collect any new equipment, such as a replacement television guided missile, or armaments for special projects (such as sonic bombs, or Mk. 14 proton missiles), the Chief Engineer will deposit the equipment at an AGAV collection point, which is usually situated near the centre of the silo.

5. The silo's internal traction system will pull your AGAV towards the collection point, where an AGRO droid unit will lock it into place on the PosiLok Refuelling Point. When your laser cell has been refuelled, the force shields will be replenished, and any superficial damage will be repaired by the AGRO androids.

### INTERROGATING THE SILO COMPUTER

The Alliance Information Computers are installed at strategic places in the silo, and provided you have security clearance, you can call up any military or local information that is available to the Alliance using this option.

### LAUNCHING FROM THE SILO

When the AGAV has been prepared, you will be escorted to the launch pad. To launch from the silo, wait until an AGRO unit has ignited the plasma drive. When the drive reaches full power, press the button on the console marked **LAUNCH FROM SILO**.

Once you have launched from the silo, accelerate slowly forward, but do not try to increase altitude until your are clear of the silo.

## AGAV SPECIFICATION

The main features of the AGAV are as follows:-

**PLASMA DRIVE**
The retro-thrust plasma power units are a development of the Mk. 6 neutron fusion-drives which were used to great effect in the single-seater GS20 fighter class craft. They have been substantially redesigned to incorporate a neutron-stabilizer circuit, which has almost completely eliminated the spontaneous explosions occasionally experienced by unfortunate GS20 pilots who flew above plasma storms in the ionosphere, against the advice of their Atmostat data reports.

**MOLECULAR NEUTRALIZING FORCE SHIELD**
These are the latest concept in shield technology and have been developed at great cost by the Irata University Molecule Research Unit.
The shields work by fusing all unstable molecular structures into an integral part of the shield shell, therefore minimizing the destructive force of any solid matter coming into contact with the force shield. The second advance in the shield design is in dealing with laser bolts, by converting laser energy into sound waves. This is a great improvement over the energy-thirsty fission based shields used on all previous Alliance units.

**LASER CANNONS**
The AGAV class craft retain the tried and tested *Sapphire II* laser system, which has been fitted with a new longer-lasting laser energy cell, using the new PosiLok cell refuelling system now installed at all airbases and outlying service depots. The original duo-pulse unit has been modified to a quadpulse system for the first time to take advantage of these developments.

**COMPUTER SYSTEM**
The AGAV is the first craft to have a ship's computer specifically designed for a single craft. Draziw Industries have worked in conjunction with Imperial Business Machines, to produce the P-CAT (ProtoIntelligence - Communication and TransProcessor). The P-CAT is the pilots main interface with the AGAV, and informs the pilot of the ships status at all times using its inbuilt SynthaVoice circuitry, message projection, and the ergonomically designed control panel instrument displays.

Because the AGAV has been designed as a low-flying attack and reconnaissance craft for use in unchartered landscapes, there is no computer controlled navigation system. The advantage of this decision is that in the event of the enemy gaining control of an airbase, they would be unable to control an AGAV remotely, or follow its exact flightpath.

*The P-CAT development team have been assigned to develop the computer control systems for the newly-announced Sentinel Defence Initiative (referred to as the "Sky Wars" program by the media), and will therefore be unable to produce updated versions of the P-CAT system in the future.

**TELEVISION GUIDED MISSILE SYSTEM**

One of the most important developments in the AGAV program has been the VidiMon system.



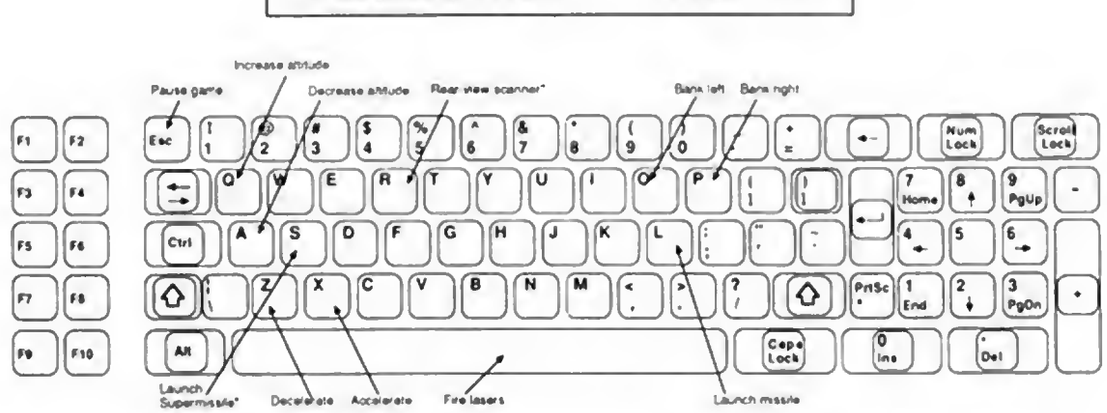
VidiMon is a remote-controlled television guided missile system, consisting of a high-definition video camera mounted on a Proton missile powered by a miniature Plasma drive unit, a result of 15 years researeh at the Hibbard Technology Centre.

**COMPUTER ENHANCED VISION SYSTEM**
The greatest problem encountered by most attaek eraft in the past has been searching out tanks and armoured vehieles in built-up areas, in order to destroy them. Tanks ean easily hide behind buildings or under bridges, and take pot-shots at fighter eraft.

The blister canopy of the AGAV is aetually part of a eomplex display system. Rather than looking at the outside world with standard infra-red goggles, the eanopy aetually intensifies the normal levels of baekground gamma and x-ray radiation, and enhanees the edges of all solid matter to give a stunning translucent display of anything within its visual range, even if objeets are behind solid buildings.

The inelusion of the enhanced vision system makes the AGAV the most potent seek-and-destroy eraft ever developed for the Alliance.

## STARGLIDER - IBM PC




**Loading Instructions**

Firstly, load MS-DOS into your computer

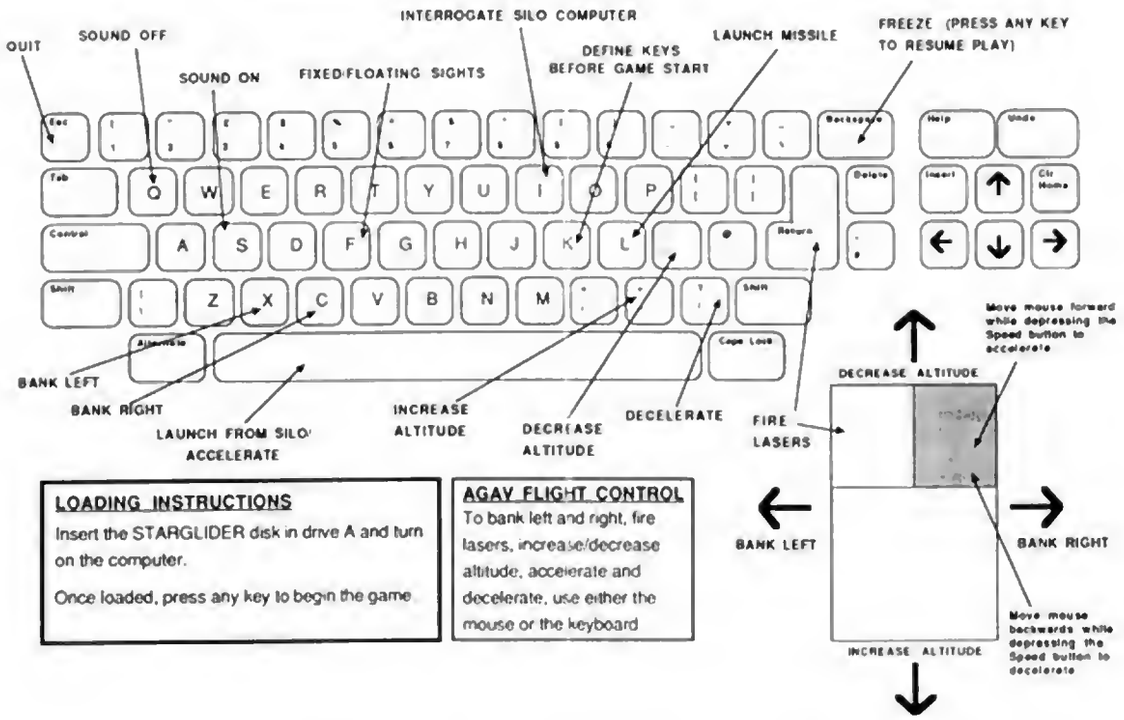
To use a compatible mouse, you must first insert a disk containing the file MOUSE.COM on it, and type MOUSE to load the driver routines

Insert the StarGlider disk, and type SGLIDER

Once loaded, follow the on-screen instructions for selecting control devices and other options

*SUGGESTIONS ONLY. YOU MAY DEFINE THESE KEYS WHEN THE EQUIPMENT IS LOCATED

# STARGLIDER - ATARI ST




**LOADING INSTRUCTIONS**

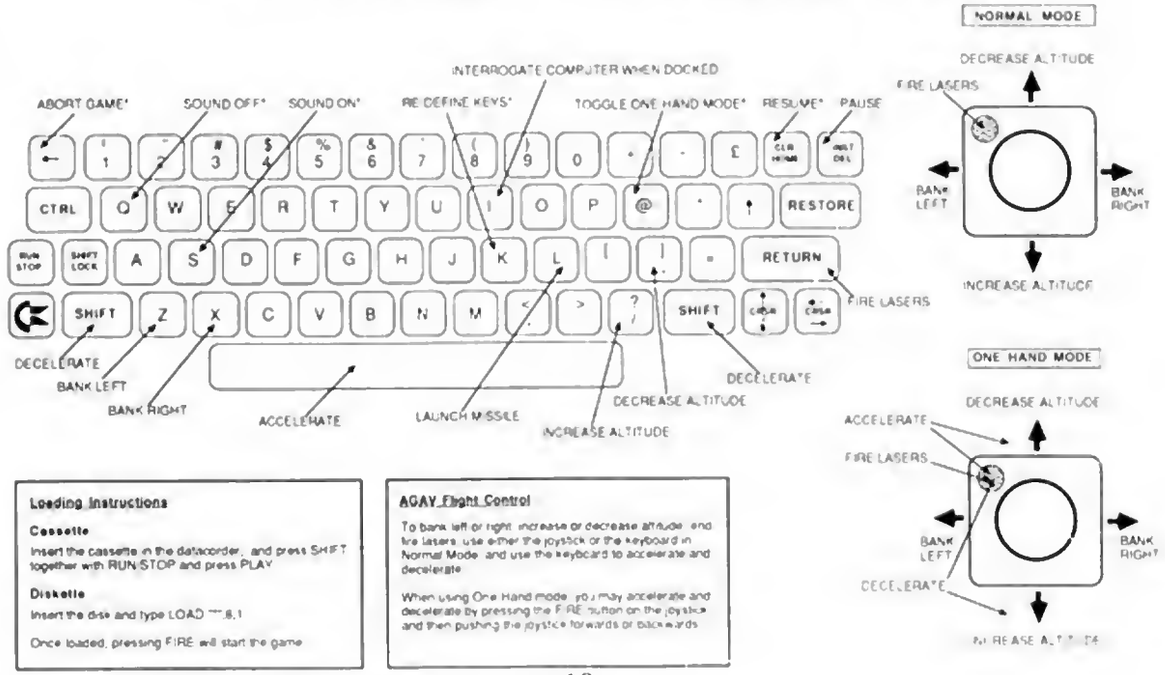
Insert the STARGLIDER disk in drive A and turn on the computer.

Once loaded, press any key to begin the game.

**AGAV FLIGHT CONTROL**

To bank left and right, fire lasers, increase/decrease altitude, accelerate and decelerate, use either the mouse or the keyboard

# STARGLIDER - COMMODORE 64




**Loading Instructions**

**Cassette**

Insert the cassette in the datacorder, and press SHIFT together with RUN/STOP and press PLAY

**Diskette**

Insert the disk and type LOAD "*",8,1

Once loaded, pressing FIRE will start the game

**AGAV Flight Control**

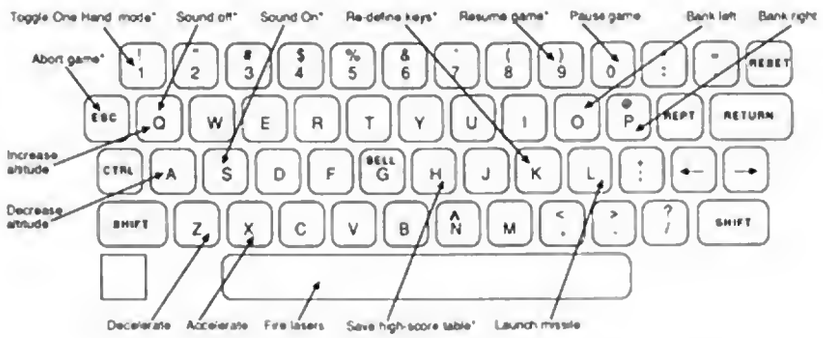
To bank left or right, increase or decrease altitude, and fire lasers, use either the joystick or the keyboard in Normal Mode and use the keyboard to accelerate and decelerate

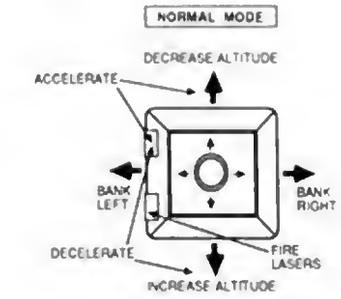
When using One Hand mode, you may accelerate and decelerate by pressing the FIRE button on the joystick and then pushing the joystick forwards or backwards

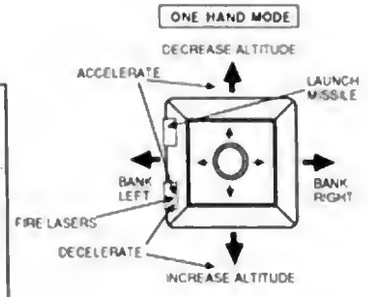
*THESE OPTIONS ARE ONLY AVAILABLE WHILE GAME IS PAUSED



# STARGLIDER - APPLE II




**Loading Instructions**

Insert disk in drive and turn the machine on. The game will load automatically

Alternatively, from BASIC you may enter "PR#6"

Once Starglider has loaded, press FIRE to start the game

**High score table**

The high score table is automatically loaded at the start of each game, and is saved by pausing the game and pressing the H key. Ensure that the Starglider disk is in the drive during this operation

**AGAV Flight Control**

**Normal mode**

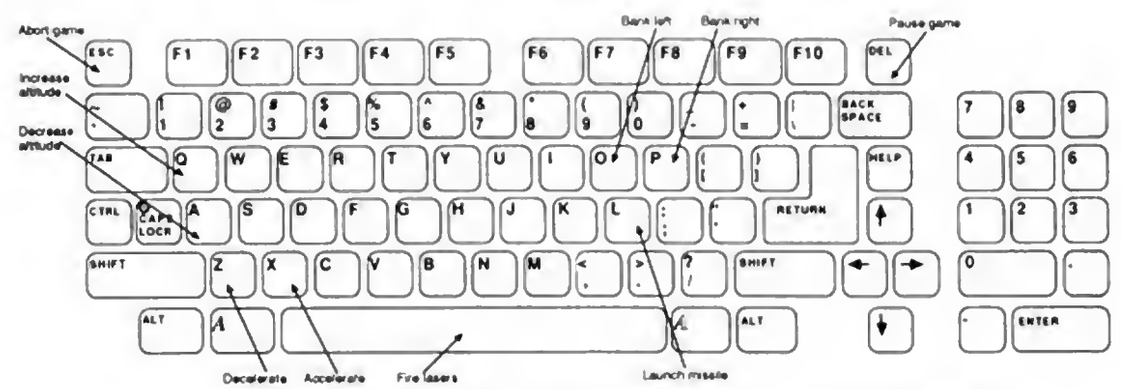
Use the keyboard or joystick to bank left or right, increase or decrease altitude and fire lasers. To accelerate and decelerate, use the keyboard, or hold down the second fire button on the joystick and then move the joystick forward or backward

**One Hand mode**

In this mode, to accelerate and decelerate, hold down the fire lasers button and move the joystick forward or backward. To launch a missile, press the second fire button

*THESE OPTIONS ARE ONLY AVAILABLE WHEN GAME IS PAUSED

# STARGLIDER - AMIGA




**Loading Instructions**

If you are using an Amiga without KICKSTART installed in the machine, firstly load it into memory

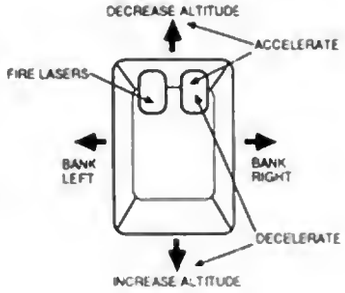
When the WORKBENCH prompt appears, insert the StarGlider disk.

Once loaded, follow the on-screen instructions for selecting control devices and other options, and press FIRE to start the game

*Italic text indicates options available in 'One Hand mode'* (see reverse for details)

Keyboard in diagram depicts Amiga A1000

MOUSE CONTROL SHOE




JOYSTICK CONTROLLER